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SAGA #1



# Adventureland





AGA #1

Adams' Graphic Adventure

# Adventureland

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Don Dineen

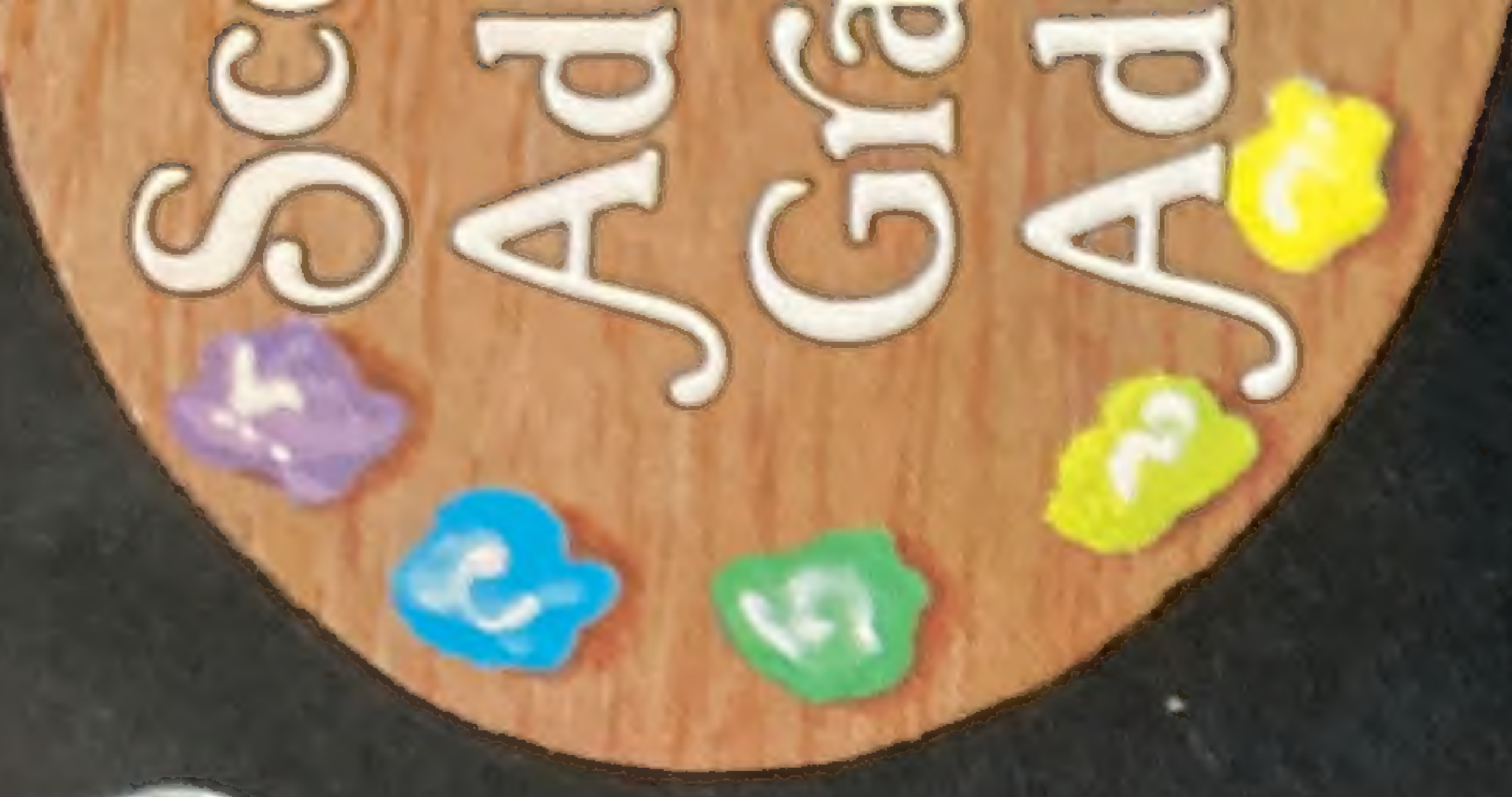
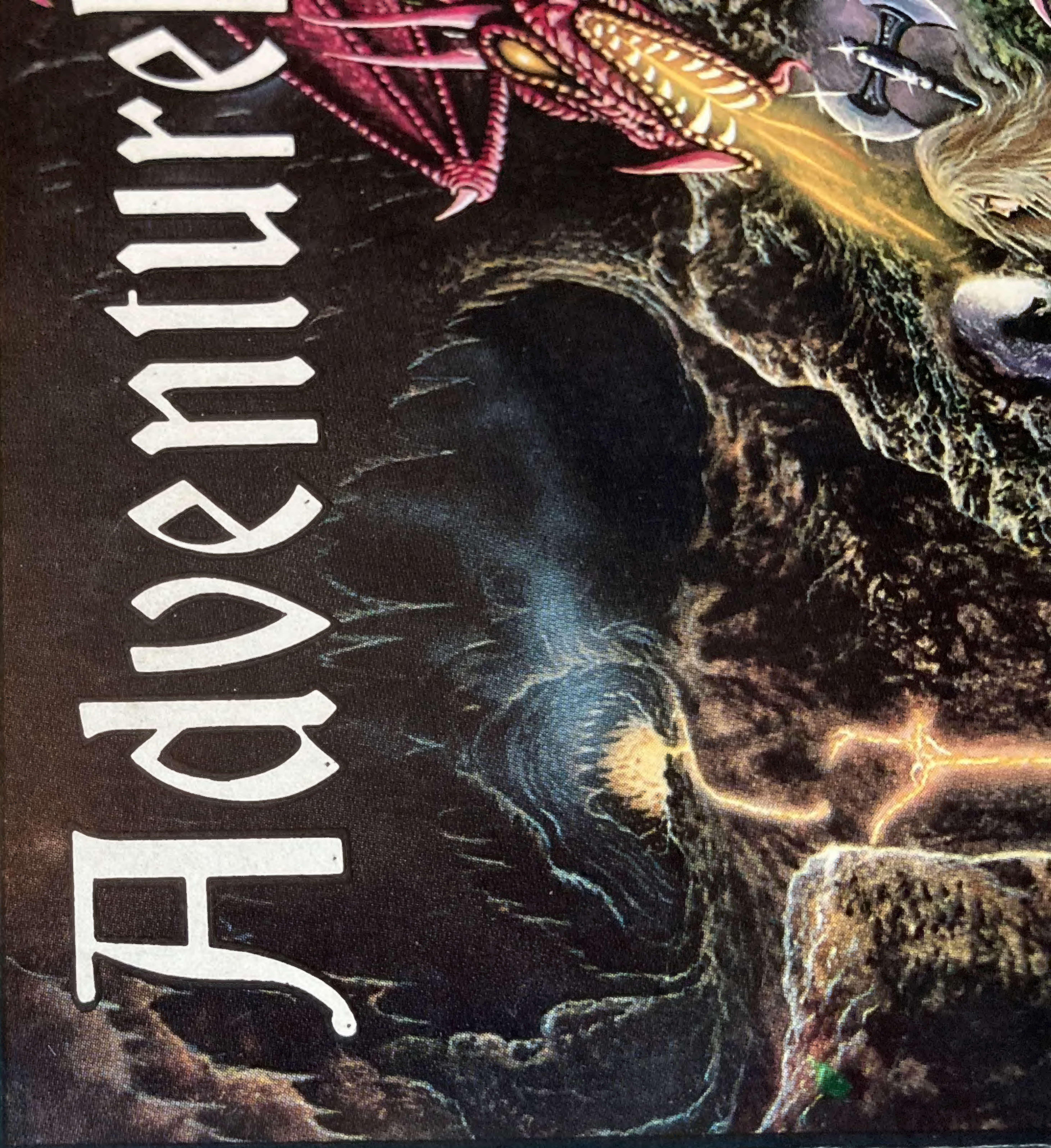




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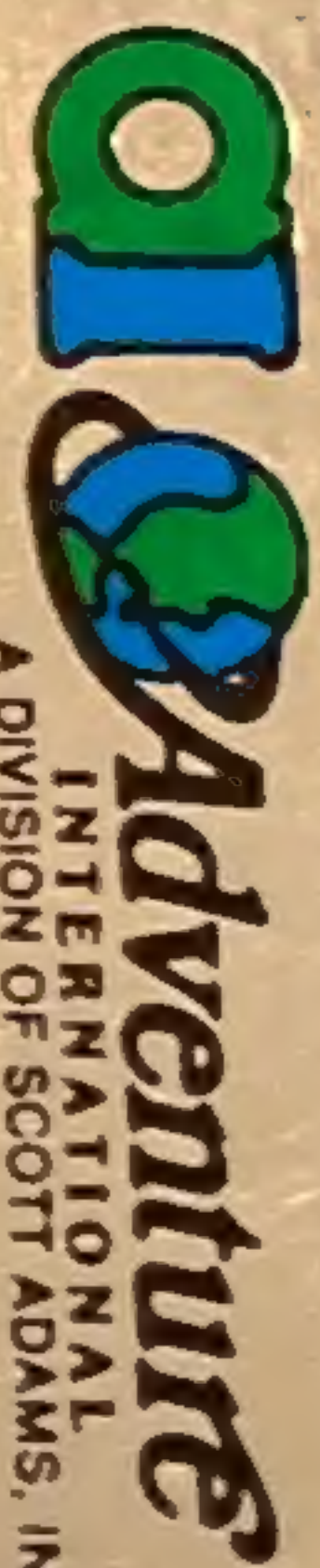
# SAGA #1

# Adventure





Scott Adams' Graphic Adventure  
INSTRUCTIONS



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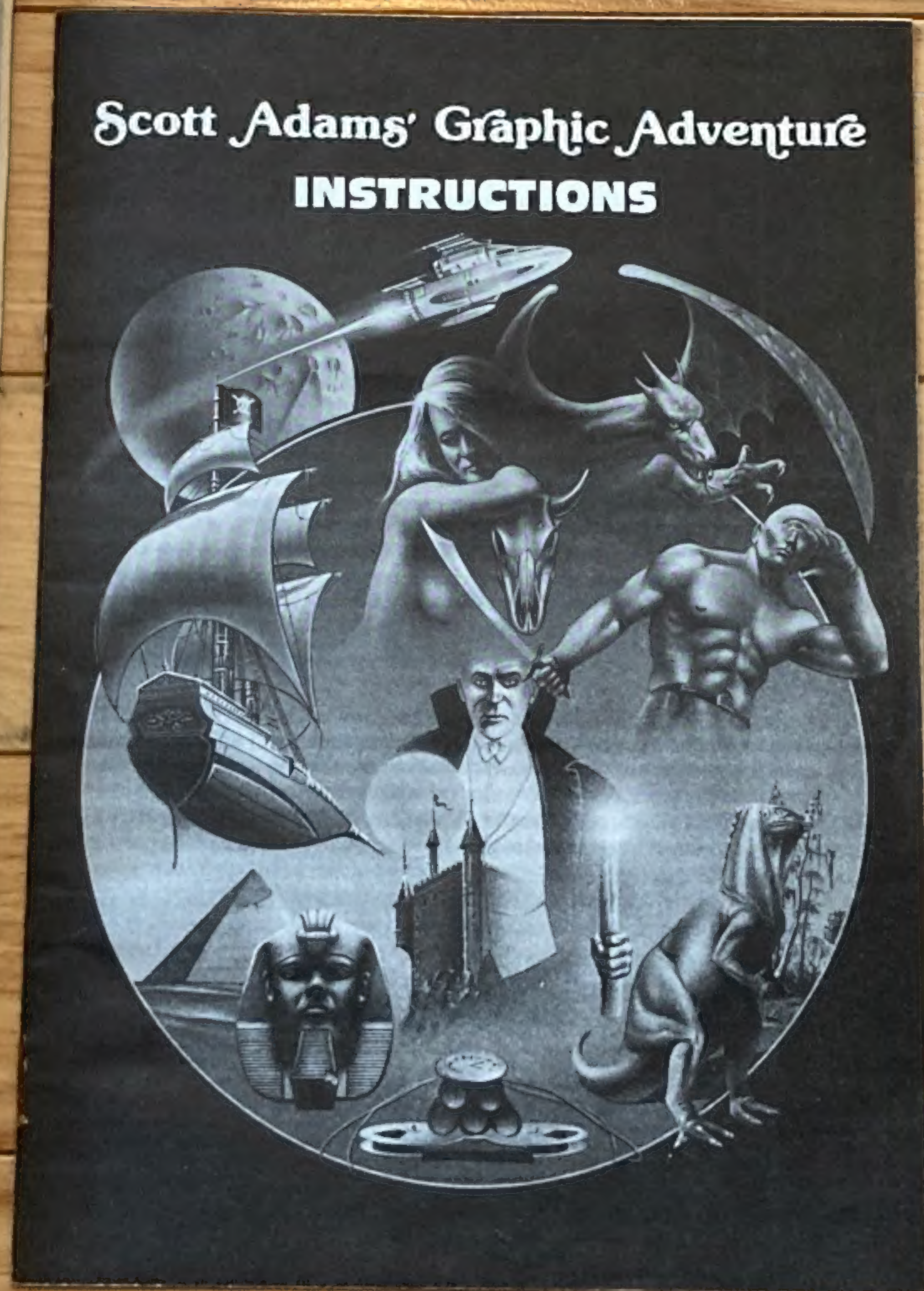
GRAPHIC ADVENTURE #1  
ADVENTURE I AND



Scott Adams  
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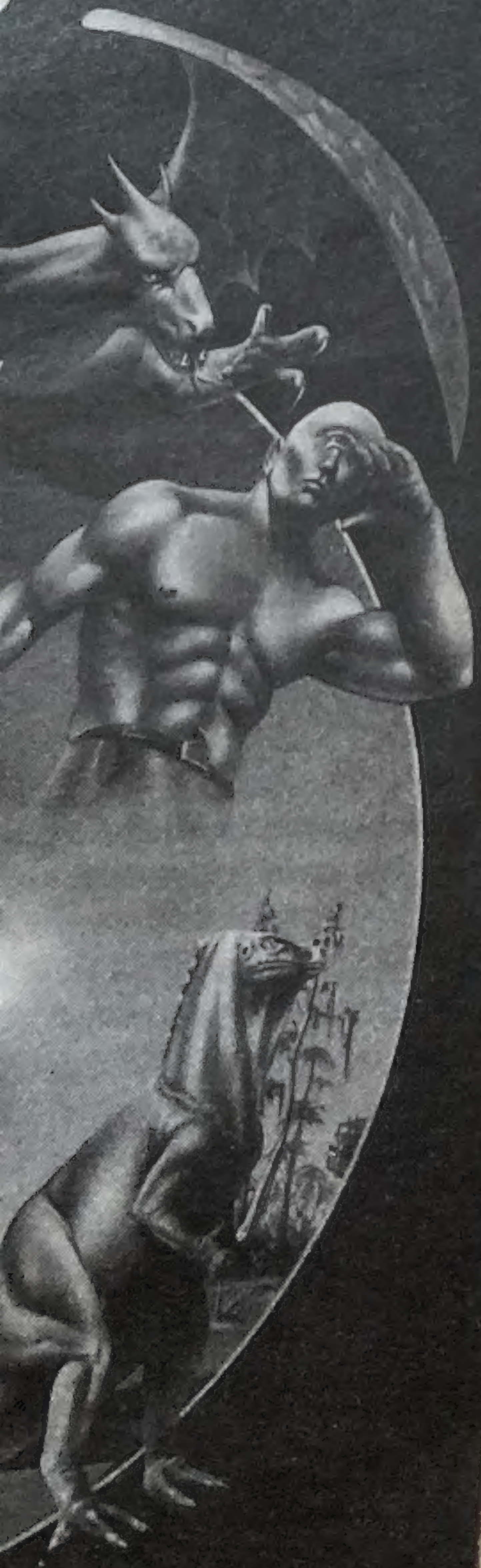
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**FOR  
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**GRAPHIC ADVENTURE #1  
ADVENTURELAND**



Graphic Adventure  
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**GRAPHIC ADVENTURE #1**  
**ADVENTURELAND**



APPLE 2 PLUS  
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## SCOTT ADAMS' GRAPHIC ADVENTURE SYSTEM REQUIREMENTS

To play Scott Adams' Graphic Adventure (S.A.G.A.) you'll need an Apple II 48K computer with Applesoft in ROM, or an Apple II 64K (48K with language card). One disk drive with 16 sector boot (DOS 3.3) is required.

## APPLE LOADING INSTRUCTIONS

Turn the computer on and insert the Adventure International diskette in drive 1, label side down. You will be presented with three options:

- 1) Run Scott Adams' Graphic Adventure
- 2) Run Demo #1
- 3) Run Demo #2

To make your selection, type a number from 1 to 3. Type **1** to play S.A.G.A. Options 2 and 3 are short demonstrations of recently-introduced new products. When you are finished viewing a demo, press **RESET** (**CTRL** and **RESET** on some computers).

After typing **1**, a letter will appear on the video display. Press **RETURN** to read it, or **Z** to skip it. After the letter, a list of single-key entries will be presented. The list is explained in this user's manual under "One Letter Commands".

You will be asked to flip the disk over and press **RETURN**. Do so. After you do this, you'll be asked if you want to restore a previously saved game. If this is the first time you have played, type **N** and press **RETURN**. For more information, see "Save Game" later on in this manual.

Next you will be asked which slot you are using for voice output. Type **0** or hit **RETURN** if you are not using a Votrax Voice Synthesizer or a printer. Otherwise, type the number of the slot in which the Votrax card or printer is installed. For more information see "Votrax Type N Talk and Printer Output" below.

After you have typed a number, a brief explanation of how to play S.A.G.A. will appear. Press **RETURN** when you are finished reading it, and your Adventure will begin! Pressing **RETURN** twice will display the graphics on the video display.

## HOW TO PLAY S.A.G.A.<sup>(tm)</sup>

Type a two word command when the computer asks "What shall I do?". The first word is always a verb — a word you use to do something. The second word should indicate a direction or an object. Suppose, for example, you are in a dark room and the computer says "IT'S DARK IN HERE. I CAN'T SEE. WHAT SHALL I DO?". If you are carrying a torch, you can light it by typing **LIGHT TORCH** press **RETURN**. If you make a typing mistake, use the left arrow key and correct the error.

Some (but not all!) of the words you might find useful are:

Climb	Examine	Leave	Move	Quit	Say
Drop	Go	Light	Pull	Read	Take
Enter	Help	Look	Push	Save	Wear

If you use a command that the computer can't do or doesn't understand, it will say I CAN'T DO THAT or I DON'T UNDERSTAND. When this happens, try thinking of another way to say it or try making a verb out of the action. Instead of "GO SWIMMING", try "SWIM". You'll also discover that most objects can be picked up using the last word of their names. For example, to pick up a blue ox, type **GET OX**. Normally you can only do things to objects that are either visible or that you are carrying.

## ONE LETTER COMMANDS

The following single-key entries are allowed in S.A.G.A. Type the letter and press **RETURN**.

- 1) **C** - Turn on/off lowercase.
- 2) **V** - Turn on/off Votrax voice or printer output.
- 3) **Z** - Turn on/off Graphic Mode.
- 4) **RETURN** - Review text window.
- 5) **N S E W U D** - GO North, South, East, West, Up or Down.
- 6) **I** - Take inventory of items carried.

## LOWERCASE

Type **C** to produce text on the video screen using both upper and lowercase letters. To use this function, a standard lowercase kit such as those available from Lazar or Dan Paymar must be installed in your Apple. Contact your dealer for details. Selecting the lowercase option when no kit is installed will result in garbage being printed on the video screen. Type **C** again to return to uppercase-only mode.

## VOTRAX TYPE 'N TALK AND PRINTER OUTPUT

Type **V** to activate a Votrax Type 'N Talk voice synthesizer. Using this device, responses to your decisions will be spoken by the Type 'N Talk as well as printed on the video display. The Type 'N Talk should be connected to the computer through a serial interface card in the usual manner. If you use the Apple serial interface or SSM's AIO serial interface no preinitialization is necessary. When asked, specify the slot in which the Votrax card is installed, and the Type 'N Talk will be functional. See your dealer for more information about the Votrax. Type 'N Talk is a trademark of Votrax.

Other serial interface cards may require preinitialization. If this is required, initialize the system from Applesoft, make sure the Votrax is working, and type **PR#6**. Then insert the Adventure International disk and follow the instructions on the video display.



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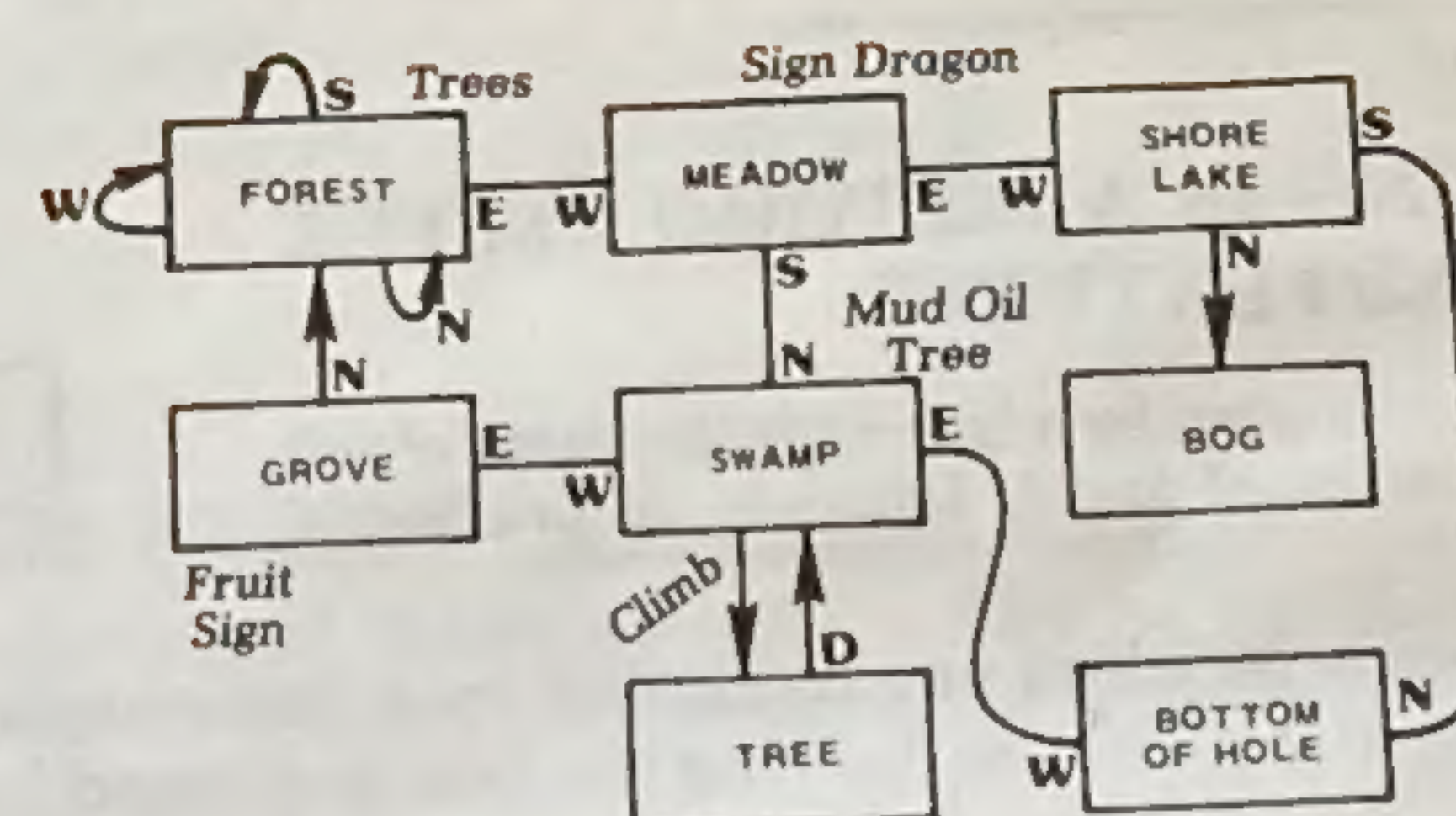
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This is an easy system to use. Once you start using it, you will spend less time mapping or wandering around lost than you may have in the past! (A system analyst may recognize this system as a modified HIPO diagram used to indicate program flow and control.)

## OTHER HINTS

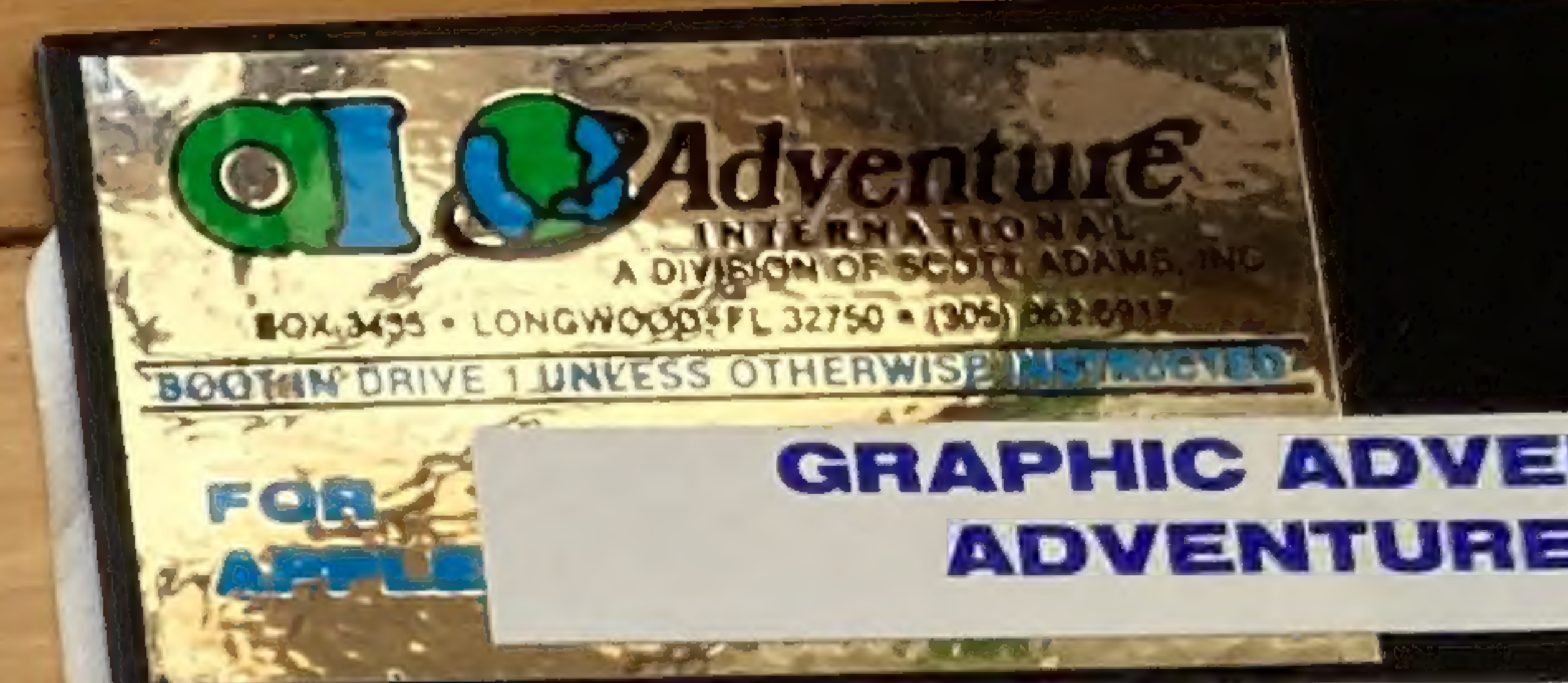
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Try typing HELP if you get stuck. You may or may not get assistance, depending on what you are carrying, where you are, etc. Finally, be careful about making assumptions — they can be fatal!

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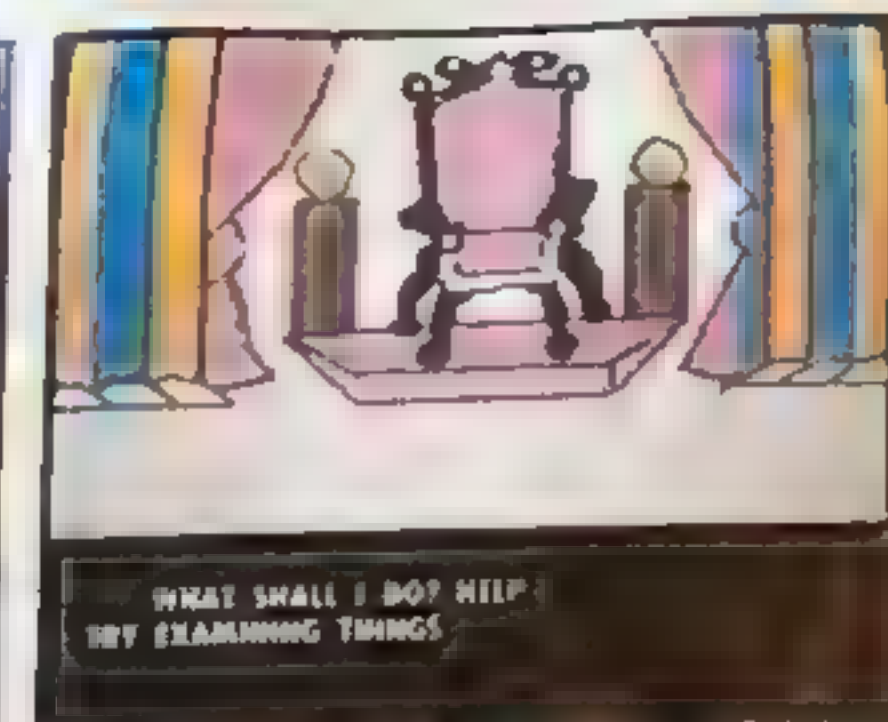
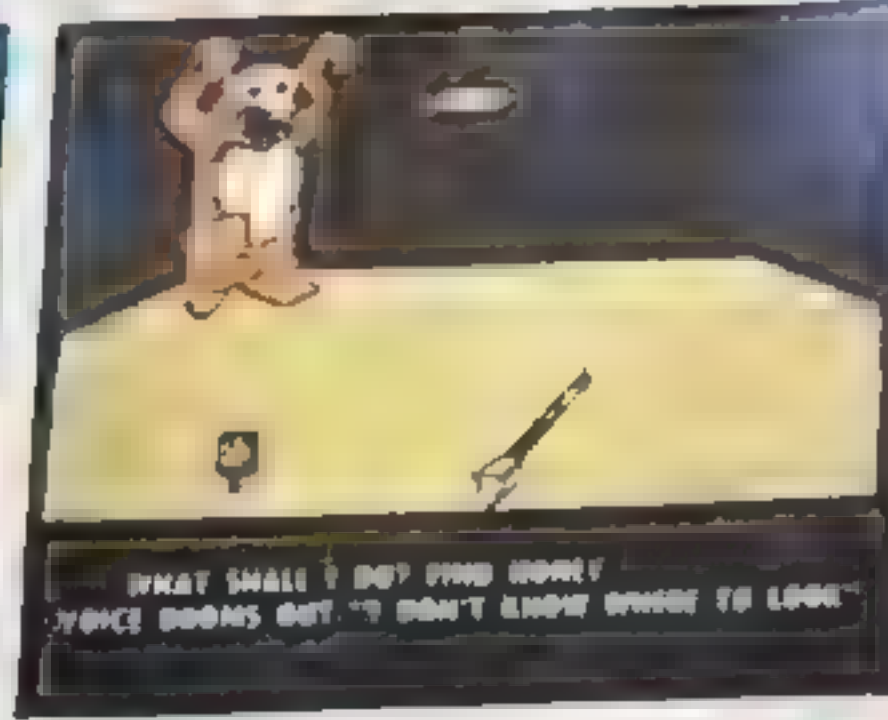
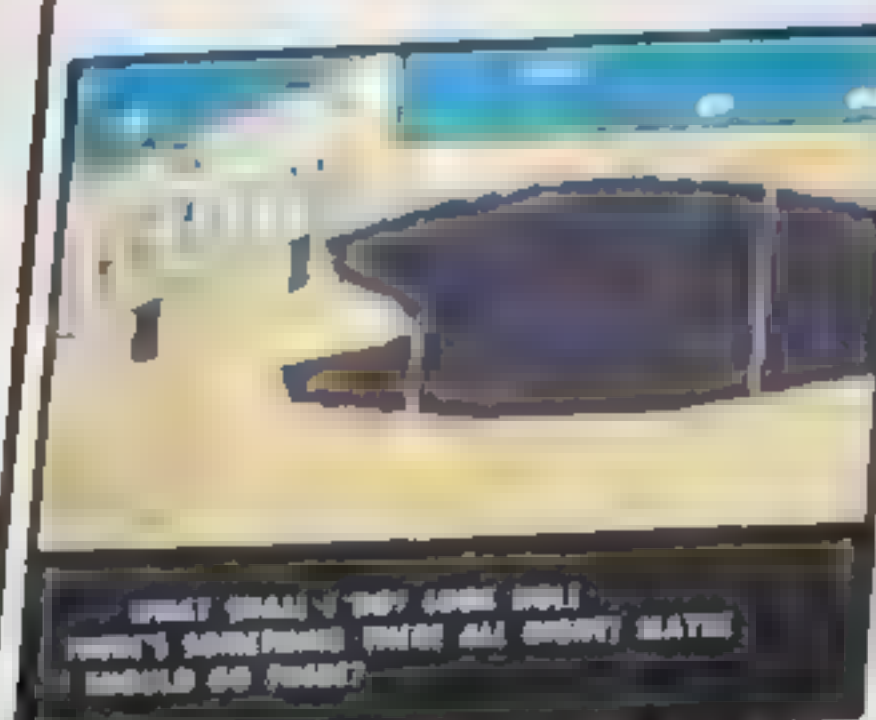
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### SAGA #1

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LANGUAGE	Machine
NUMBER OF PLAYERS (min/max)	1/1
AVERAGE COMPLETION TIME	1 month
SUGGESTED AGE GROUP	12 to Adult
RECOMMENDED FOR NOVICE?	Yes
CLASSIFICATION:	Compu-novel
SOUND?	No
GAME SAVE FEATURE?	Yes
MULTIPLE SKILL LEVELS?	No
GRAPHICS ORIENTED?	Yes
REAL TIME?	No
SPECIAL EQUIPMENT:	Optional
VOTRAX TYPE 'N TALK is supported	

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**Adventure**  
INTERNATIONAL  
BOX 3435 • LONGWOOD, FL 32750  
(305) 862-6917

### AN OVERVIEW

I stood at the bottom of a deep chasm. Cool air sliding down the sides of the crevasse hit waves of heat rising from a stream of bubbling lava and formed a mist over the sluggish flow. Through the swirling clouds I caught glimpses of two ledges high above me: one was broken, the other appeared to lead to the throne room I had been seeking.

A blast of fresh air cleared the mist near my feet and for a moment I saw a broken sign attached to a mountain. A quest of gold awaited at the bottom of the sign. Before being swallowed up by the fog again. From the distance came the angry buzz of the killer bees. I just avoided their lethal stings as I had managed to escape the wrath of the dragon? Reading the sign might give me a clue to the dangers of this pit.

I approached the sign slowly. And so it goes. hour after hour, as you guide your microcomputer through the Adventures of Scott Adams in an effort to amass treasures within the worlds of his imagination.

By definition an adventure is a dangerous or risky undertaking, a novel, exciting or otherwise remarkable event or experience. On your personal computer, Adventure is real and more.

For the user playing Adventure is a dangerous and risky undertaking in that you (better be prepared to spend many addictive hours at the keyboard. If you like challenges, surprises, humor and being transported to other worlds, these are the games for you. If you dislike being forced to use your common sense and imagination, or you frustrate easily, try them anyway.

In beginning any Adventure, you will find yourself in a specific location: a forest, on board a small spaceship, outside a farmhouse, in the living room of a nuclear plant, in a desert, etc.

By using two word commands you move from location to location, manipulate objects that you find in the different places, and perform actions as if you were really there. The object of a game is to amass treasure for points or accomplish some other goal. Successfully completing a game, however, is far easier to state than achieve. In many cases you will find a treasure but be unable to take it until you are carrying the right combination of objects you find in the various locations.

How do you know which objects you need? Trial and error, logic and imagination. Each time you try some action, you learn a little more about the game. Which brings us to the term "game" again. While called games, Adventures are actually puzzles because you have to discover which way the pieces (actions, manipulations, use of magic words, etc.) fit together in order to gather your treasures or accomplish the mission. Like a puzzle, there are a number of ways to fit the pieces together; players who have found and stored all the treasures (there are 13) of Adventure #1 may have done so in different ways.

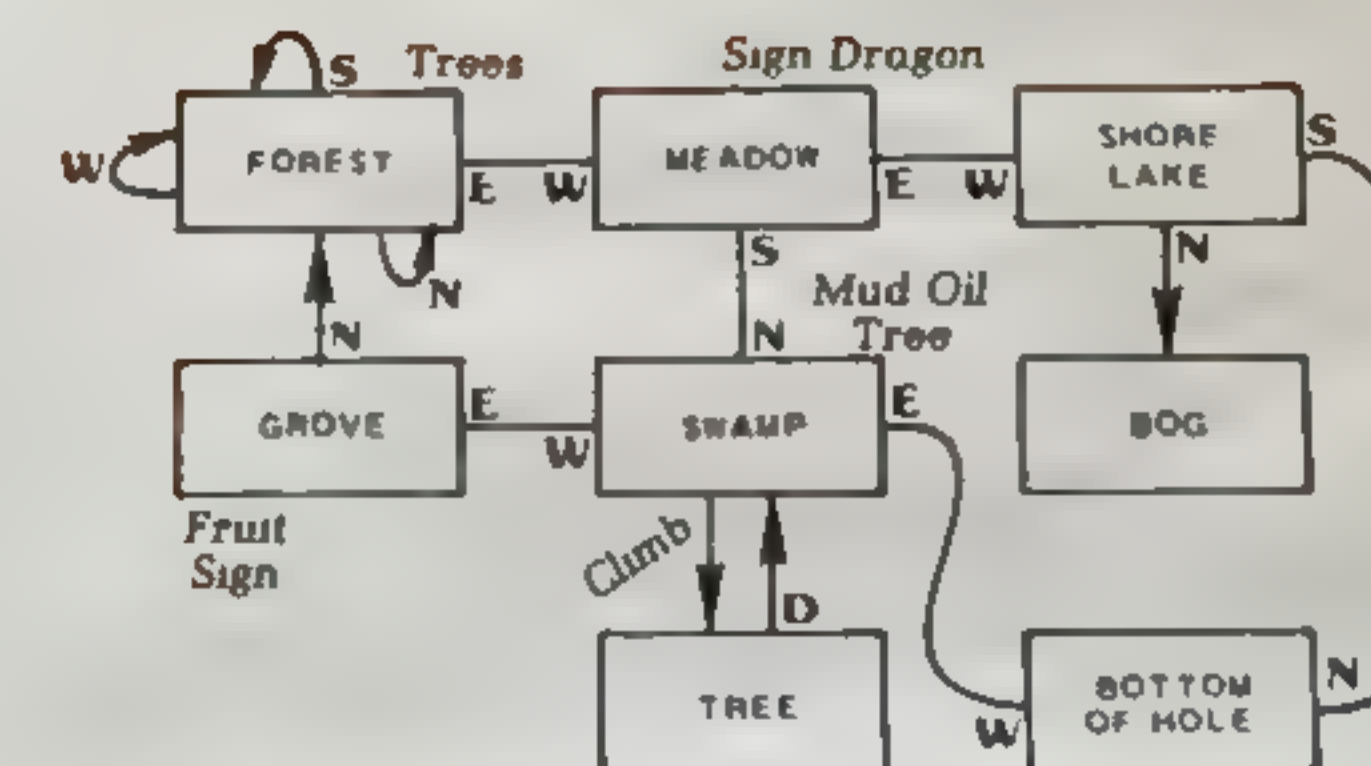
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But enough for tonight. Tomorrow — another crack at the Chasm.

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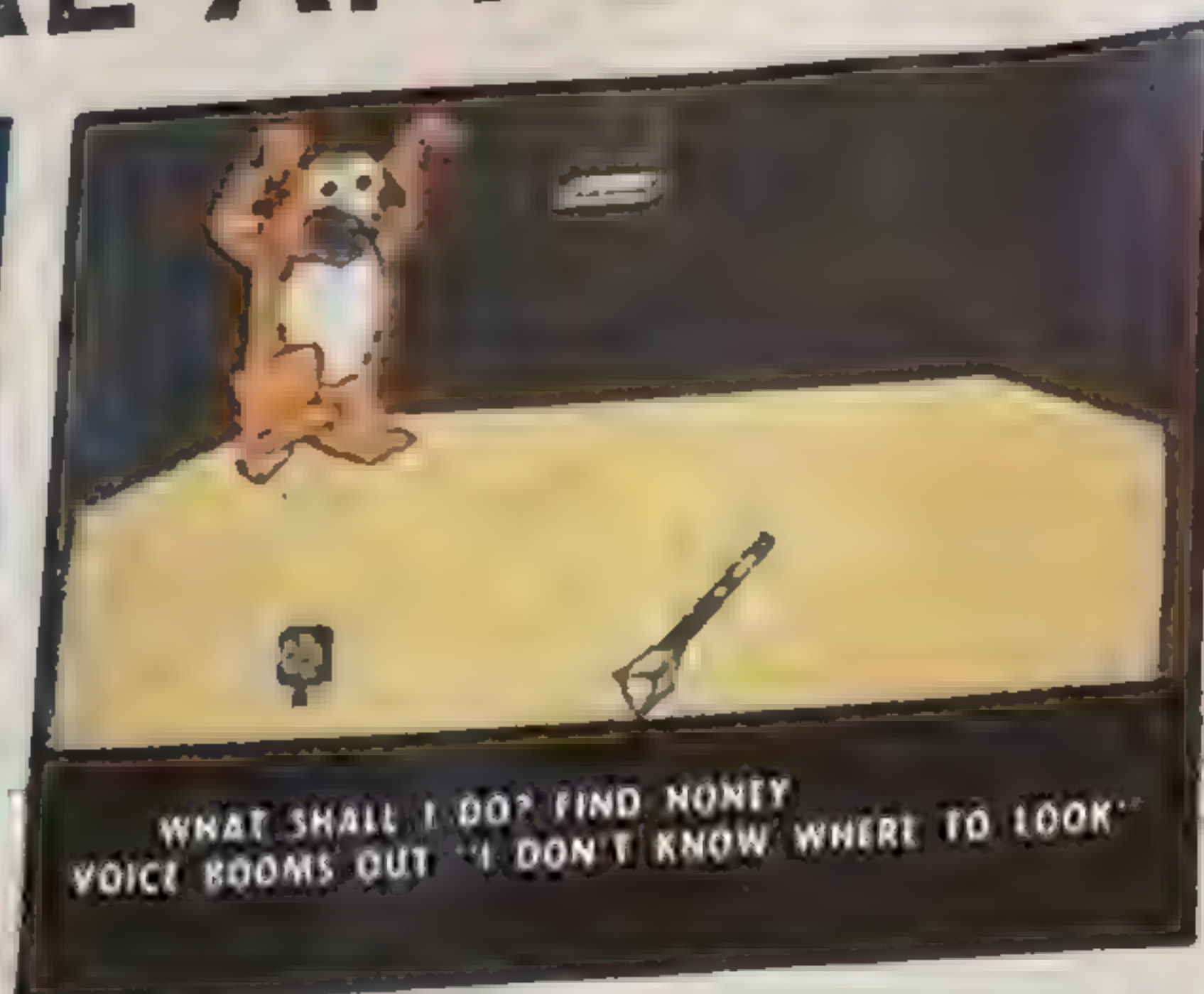
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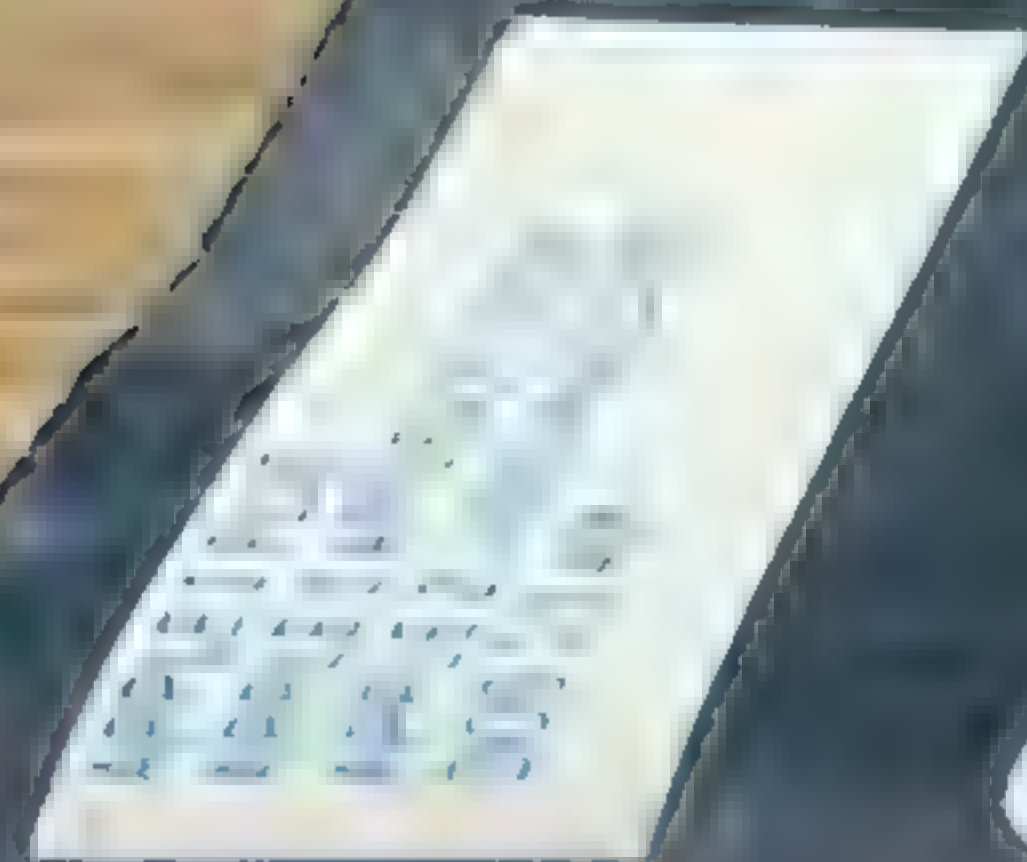
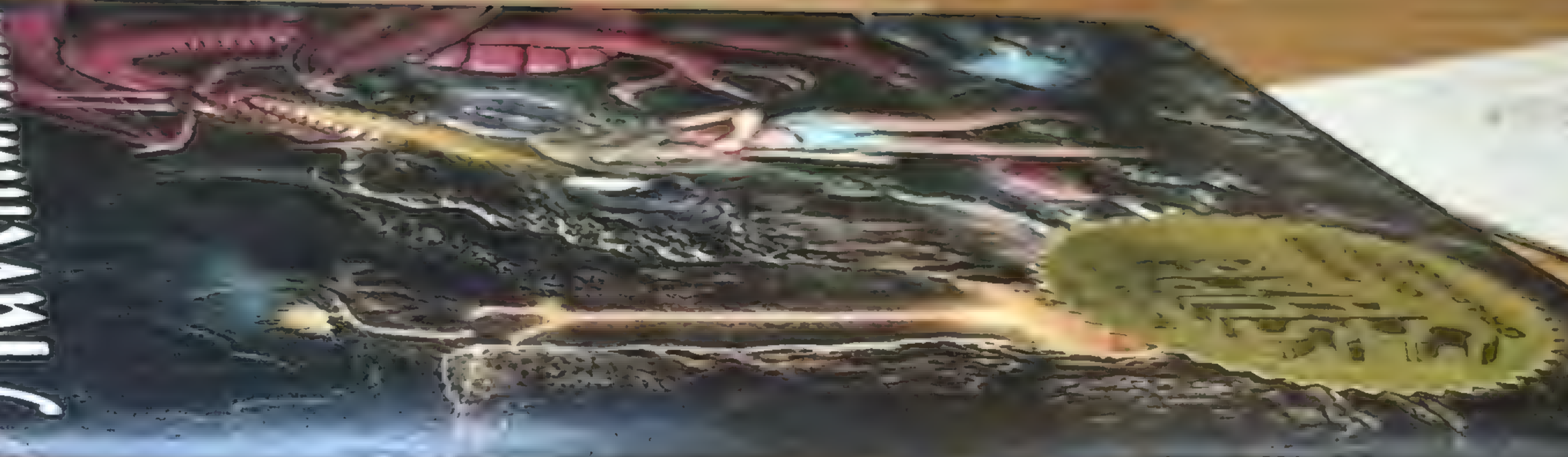
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SPECIAL EQUIPMENT:	VOTRAX TYPE 'N TALK is supported	

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is that and more.

For the user, playing Adventure is a dangerous or risky  
undertaking in that you better be prepared to spend many  
addictive hours at the keyboard. If you like challenges, sur-  
prises, humor and being transported to other worlds, these  
are the games for you. If you dislike being forced to use your  
common sense and imagination, or you frustrate easily, try  
them anyway.

In beginning any Adventure, you will find yourself in a  
specific location: a forest, on board a small spaceship, out-  
side a fun house, in the briefing room of a nuclear plant, in a  
desert, etc.

By using two-word commands you move from location  
to location manipulate objects that you find in the different  
places, and perform actions as if you were really there. The  
object of a game is to amass treasure for points or ac-  
complish some other goal. Successfully completing a game,  
however, is far easier to state than achieve. In many cases  
you will find a treasure but be unable to take it until you are  
carrying the right combination of objects you find in the  
various locations.

How do you know which objects you need? Trial and  
error, logic and imagination. Each time you try some action,  
you learn a little more about the game. Which brings us to  
the term "game" again. While called games, Adventures are  
actually puzzles because you have to discover which way  
the pieces (actions, manipulations, use of magic words, etc.)  
fit together in order to gather your treasures or accomplish  
the mission. Like a puzzle, there are a number of ways to fit  
the pieces together; players who have found and stored all  
the treasures (there are 13) of Adventure #1 may have done  
so in different ways.

In finding how the pieces fit, you will be forced to deal  
with unexpected events, apparent dead ends and Scott's  
humor, which is one of the best parts of the puzzles.

If you run into a barrier like not being able to discover  
more rooms, don't give up. Play the game with some friends;  
sometimes they'll think of things you haven't tried.

While I pondered how to reach the throne room —  
which I was sure contained the treasures of Croesus — the  
fog grew thicker and the hours passed. I realized I would not  
be able to outwit Adams today...but maybe tomorrow. I  
marked my present location on my tattered map and began  
the long trip to the surface. As I dragged myself off to bed, I  
thought about other possible Adventures.

But enough for tonight. Tomorrow — another crack at  
the chasm.  
—by Ken Mazur

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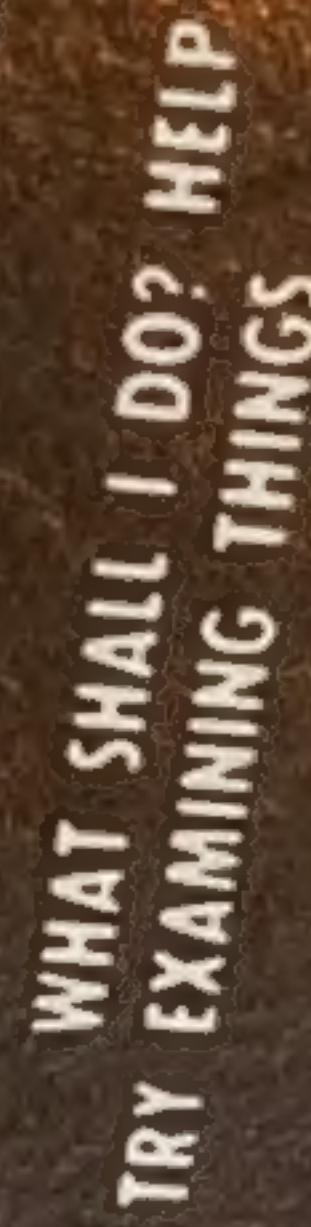
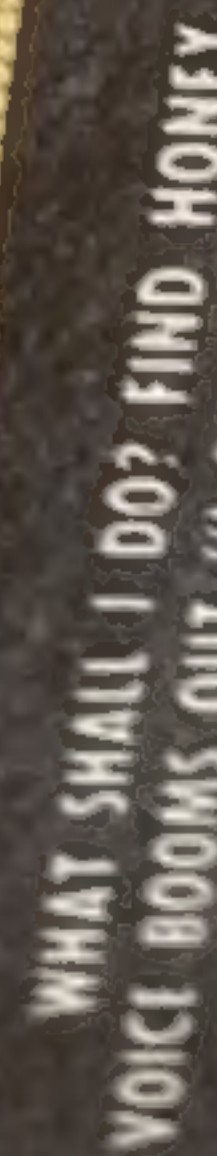
ATARI DISK 052-0201

APPLE DISK 042-0201

Adventure  
INTERNATIONAL



APPLE II PLUS  
APPLE II APPLESOFT ROM  
DOS 3.3 48K LANGUAGE CARD



TRS80 DISK 012-0201

## AN OVERVIEW

And so it goes. The sign slowly approaches this pit.

microcomputer through an hour at-  
an effort to amaze  
agitation.

By definition, an adventure is a novel, exciting, or otherwise interesting event or experience. On your personal computer, playing Adventure is that and more.

For the user, playing Adventure is a dangerous or risky undertaking; a novel, exciting, or otherwise remarkable event or experience. On your personal computer, playing Adventure is that and more.

For the user, playing Adventure is a dangerous or risky undertaking; a novel, exciting, or otherwise remarkable event or experience. On your personal computer, playing Adventure is that and more.

...is a dangerous or risky board. If you like spending money transported to other worlds, many specific locations, a forest, or you dislike being forced to use your Adventurer's imagination, or you frustrate easily, try  
in beginning any Adventure, you will find yourself in a specific location, a forest, or you dislike being forced to use your Adventurer's imagination, or you frustrate easily, try  
to location manipulation commands that you move from location objects and performance objects that you find in the different command set. However, some is to make as if you were really there. The you can find a treasure to state than achieving for points. The something for a treasure to state than achieving for points. The  
no other location. You need which objects you need? Trial and error. Please do not waste time trying to take it until you are  
the items. A combination of objects you find in the  
with well. In the game, the items.  
the items.

SAGA #1 - ADVENTURELAND

NUMBER OF PLAYERS (minimum)	Machine	1 month	1/1	Yes
SUGGESTED COMPLETION TIME		12 to 15	Adult	Computer
RECOMMENDED AGE GROUP				
CLASSIFICATION FOR NOVICES?				
GAME GROUP				
GAME TYPE				
MULTIPLE GAME FEATURES?				
GRAPHICS SKILL LEVELS?				
SPECIAL TIMES ORIENTED?				
SPECIAL EQUIPMENT?				

[illegible]

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 1992



APPLE 2 PLUS  
APPLE 2 APPLESOFT ROM  
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SAGA #1



Adventureland

